

secondary display may be used to display the outcome of an elimination test applied in the elimination game.

[0180] During the course of a game, a player may be required to make a number of decisions, which affect the outcome of the game. For example, a player may vary his or her wager on a particular game, select a prize for a particular game, or make game decisions which affect the outcome of a particular game. The player may make these choices using the player-input switches 32, the video display screen 34 with a touch screen or using some other device which enables a player to input information into the gaming machine. For example, the player may use the touch screen to select other entities enrolled in the elimination game for removal during elimination game play on the gaming machine. Certain player choices may be captured by player tracking software loaded in a memory inside of the gaming machine. For example, the rate at which a player plays a game or the amount a player bets on each game may be captured by the player tracking software. The player tracking software may utilize the non-volatile memory storage device to store this information.

[0181] During certain game events, the gaming machine 2 may display visual and auditory effects that can be perceived by the player. These effects add to the excitement of a game, which makes a player more likely to continue playing. Auditory effects include various sounds that are projected by the speakers 10, 12, 14. Visual effects include flashing lights, strobing lights or other patterns displayed from lights on the gaming machine 2 or from lights behind the belly glass 40. After the player has completed a game, the player may receive coins or game tokens from the coin tray 38 or the ticket 20 from the printer 18, which may be used for further games or to redeem a prize. Further, the player may receive a ticket 20 for food, merchandise, or games from the printer 18.

[0182] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. For instance, while the gaming machines of this invention have been depicted as having a display screen physically viewed through a vertical glass panel attached to a main gaming machine cabinet, the use of gaming devices in accordance with this invention is not so limited. For example, the display screen features may be provided on a table top gaming machine where the display screen is viewed through a horizontal glass panel.

What is claimed is:

1. A method of providing an elimination game on one or more gaming machines, the method comprising:

enrolling a plurality of entities for the elimination game wherein each entity comprises one or more players;

receiving a participation fee for the elimination game from at least one player;

between a start of the elimination game and a finish of the elimination game, generating at least one elimination game round, the one elimination game round comprising:

(a) providing a game that is played by a number of the plurality entities;

(b) based upon results of the game, applying an elimination test to each entity of the number of plurality of entities; and

(c) for each entity of the number of plurality of entities, when one or more conditions of the elimination test are met, removing the entity from the elimination game before the entity has reached the finish of the elimination game; and

indicating a finishing award to at least one of the entities that has reached the finish of the elimination game.

2. The method of claim 1, wherein each of the plurality of entities comprises a single player.

3. The method of claim 1, wherein one or more of the players is a virtual player.

4. The method of claim 1, wherein a first entity comprises a single player and a second entity comprises a plurality of players.

5. The method of claim 1, wherein each of the plurality of entities comprises a plurality of players.

6. The method of claim 5, further comprising:

(a) providing a game that is played by each player;

(b) based upon results of the game, applying an elimination test to each of the players;

(c) when one or more conditions of the elimination test are met, removing the player from the elimination game before the player has reached the finish of the elimination game.

7. The method of claim 6, further comprising:

removing one player in the plurality of players of a first entity from the elimination game and not removing the first entity from the elimination game.

8. The method of claim 7, further comprising:

after removing the one player in the first entity, providing a game that is played by a number of players remaining in the first entity; and

indicating an award for the number of players remaining in the first entity and the one removed player.

9. The method of claim 7, further comprising:

after removing the one player in the first entity, providing a game that is played by a number of players remaining in the first entity; and

indicating an award for the number of players remaining in the first entity.

10. The method of claim 6, further comprising:

removing a first player in the plurality of players of a first entity from the elimination game and removing the first entity from the elimination game.

11. The method of claim 1, wherein the participation fee is a wager on an outcome of the elimination game.

12. The method of claim 1, wherein the participation fee is a buy-in for an elimination game tournament.

13. The method of claim 1, wherein the participation fee is a wager for a game of chance played on one of the gaming machines and wherein the elimination game is a bonus game triggered from the game of chance.

14. The method of claim 1, wherein the participation fee to play the elimination game increases as a number of players in an entity increases.